

Warp Fighter 3-D
By Steve Bjork



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Recruitment Simulator Flight Manual

Warp Fighter 3-D is a one player simulation for the Color Computer 3 with 128k or more memory, disk drive and joystick. A color TV/monitor or RGB monitor can be used.

Warp Fighter is a first-person view of a space fighter where you the player must shoot down the Akaiire enemy from 25 sectors of space. To move quickly from sector to sector your ship is equipped with the federation's new War Drive. Once all the Akaiire have been vanquished from your 25 sectors then you may dock with your home port to receive your standings.

To start the Warp Fighter recruitment simulator, place the disk in drive 0 and close the door. Now type in

RUN"*" <enter key>

After a few seconds, the screen will display the name and copyright messages with a question of what type of monitor are you using. If you are using a RGB monitor answer yes by pressing the <Y> key otherwise press the <N> key for no.

Warp Fighter has a 3-D option when using the Deep Vision glasses. The right level of brightness and contrast is needed for the 3-D effect. When using a T.V. or non-RGB monitor the hue of red and blue must be correct for the 3-D effect to work. For this reason the program has a hue adjustment for non-RGB monitors.

Screen Lay-Out

The layout of the screen is very straight forward. At the top of the display is the status and shield power. This area is used for logo messages while in demonstration mode. Just below is the main view port used to display what is ahead of the ship. The on-board computer aids the player by displaying firing information on this heads up view port display. At the bottom of the screen are the player's score, high score, skill level, number of Akai targets in the sector and sector number.

Game Controls

In addition to using the joystick to move the ship in space and firing your photon guns, there are a few keys used in game play.

D - Docking, use to dock with a star base for recharging shields or with home port to end the game. Docking can only be done when the status is GREEN.

~~W~~^H - Warp Drive, use to display the long range map and select what sector to jump to. Pressing 'H' again will abort the Warp Drive but only before you have selected the sector to jump to.

T - Tactical display, use to display the long scan (number of Akai in the sectors). Pressing the 'T' key again will display the star base map ("S" for Star Base and "P" for home Port). Pressing the 'T' a third time will remove the Tactical display.

<enter> - Pause, Use to pause the game to take a time-out. Any key will restart the game.

<Break> - End game, Use to end a game in progress.

1,2,3 - Level select keys. When the game is in the "demo" mode, the number 1-3 keys are used to select the starting level. One is for easy, two is for medium and three is for hard.

Starting the Game

Once the skill level has been selected, press the button on the joystick to start the game. (Note: You may use the right or left joystick port.) The ship starts in sector 3.3 of the home port. The controls of the joystick work like an airplane or in other words, push forward on the joystick to dive (move downward) and pull back to climb (move upward). Move the joystick to left or right to move in that direction. The more a joystick is pushed in one direction, the faster the ship will turn.

Once you have a feel for your ship, press the 'W' to start the Warp Drive engines. Now, move the joystick to select a sector with a number in the box and press the joystick button to travel at Warp speed to that sector. (Note: The number is the count of Akaike ships in the sector.)

When the Warp is over the ship's status will show "RED" because of the Akaike ships in that sector. In a few seconds the first ship will start it's attract so start moving your ship so as not to get hit. Once the ship is in close range, the on-board computer will start trying to lock on it. Once a target is locked on the firing sight will change color and you should fire at once. If you can keep that ship near the center then your shot will hit!

Once all the Akaike ships have been destroyed in that sector then it is time for another warp jump. If the long scan show that all the ships are gone then it is time to warp to the home sector (3.3) and dock with your home port. Once docked with the home port you will be given you ranking and a new game can be started.

From time to time your shield may get a little low from hits. (If your ship takes a hit without any shields then the simulation is over.) To recharge your shields, jump to a sector with a star base and dock.

Your shield will be recharged while lowering your score. Once you leave the Star Base, you can do a Warp to "take out" more Akai ships.

Good luck, you'll need it!

Warranty Notice

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Replacement Notice

The program can be replaced (because of disk failure) by sending the original disk with \$4.00 (check or Money Order) to cover S/H to:

SRB Software, Department C
10901 Topeka Dr.
Northridge, CA. 91326

A new set of Deep Vision 3-D glasses can be ordered by sending this manual (not a copy) with \$2.00 (check or money order) to cover S/H to the above address. Please allow 3 weeks for the new set of glasses and the manual to arrive.